

Meeting Agenda

Location: Idégränd 5

Date: 4/5 2012

Time: 10:30-11:20

Facilitator: Jonathan Kara

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)

How the player is supposed to enter their name into the High Score list

How the tetrominoes are supposed to become another object when splitted

How we're supposed to actually gather on time

Discuss what more functions are needed

How themes are going to be handled

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

We're not good at showing up at the appointed time

3. Reports (15 min)

Andreas has almost finished the Highscore class

We've decided to change from the mouse controlling in the menus to arrow key controls, the views' code now have to be changed.

The main theme is almost finished

4. From previous meetings, solved issues, e. t. c.

Linus' computer will be replaced with a new one, but he keeps using his temporary one.

The music is as good as finished.

5. Discussion items (35 min)

1. How is the input name window supposed to work?

When the player has lost the game the program will compare the player's score with the ones in the local highscore file. If the player's score is higher than any of the scores in the highscore list, the input box will show up and the player will be able to enter his name. Then it's placed in the list.

2. How are the tetrominoes supposed to become another object when splitted?

A new class should take care of this problem. The class will create a new, smaller tetromino. That's how they'll differ.

3. How are we supposed to actually gather on time?

All of us have showed up late, and we feel we have to do something about this problem now. We really have to learn to get up earlier to work on this project together. We decide that there is no more wasting time in the mornings, we all have to really prioritize it even more now. We will text each other at 9.00 am each morning that we're supposed to meet 10.00 am. If someone doesn't answer we'll try to call him. If someone shows up later than 5 minutes after appointed time, the late project member has to apologize in a completely new language every time & buy soda to the whole group during the lunch.

4. What more functions are needed?

Linus & Jonathan want to take care of the database

5. How themes are going to be handled

We have two different classes that handle Strings and will change the file addresses to the backgrounds etc. One for each theme.

6. Outcomes and assignments (5 min)

Linus will start with the ThemeHandler and the input-to-highscore thing

Magnus will continue with the struggle in the blockbox

Andreas will continue with the HighScore.

Jonathan will finish the settings this weekend. He has to change from mouse handling to arrow keys handling. He will look into the database handling.

7. Wrap up

1. NA

2. Next meeting will take place 8/5 2012

